TableTop DIAMOND DICE DUO™ *BaseBall Innings*

Game Concept & Rule Designs By **Travis A King** *aka* **Damian T Hallan** © 2026

Play Using All Baseball Rules. The Power Chip Allows Players To Force A Re-Roll For OUTS Or RUNS.

Roll Two Dice To Resolve HOME Or AWAY. Higher Roll Wins Choice. Re-Roll To Resolve Any & All Ties.

DEFENSE Rolls 2d6 Or 1d12. IF: 6-9, One OUT; 10-11, Two OUTS; 12, Three OUTS.

IF DEFENSE Rolled 2-5, OFFENSE Rolls 2d6 Or 1d12.

IF: 2, Three RUNS; 3, Two RUNS; 4-5, One RUN.

IF OFFENSE Rolled 6-12, DEFENSE Rolls 2d6 Or 1d12.

IF 1, WILD! Both Players Re-Roll. Higher Roll Wins Choice Of OUTS Or RUNS.

Use Two Packs Of Playing Cards Including Both Jokers.

For 1d12 "Rolls" — 7, 8, 9, 10, Jack, Queen = 1, 2, 3, 4, 5, 6.

Players' Choice: Kings Re-Shuffle Player's Deck. Jokers Re-Shuffle And/Or Swap Decks.

DEFENSE Draws One Or Two Card(s). IF: 6-9, One OUT; 10-11, Two OUTS; 12, Three OUTS.

IF DEFENSE Drew 2-5, OFFENSE Draws One Or Two Card(s).

IF: 2, Three RUNS; 3, Two RUNS; 4-5, One RUN.

IF OFFENSE Drew 6-12, DEFENSE Draws One Or Two Card(s).

IF 1, WILD! Both Players Re-Draw. Higher Draw Wins Choice Of OUTS Or RUNS.

The Power Chip Stays In The Middle Of The Table For The Start Of The Game & Each Half-Inning.

The Power Chip Is Gained Whenever The Opponent Uses It For Any Result On The Rolls/Draws.

The Power Chip Cannot Be Utilized When Grand Slams Or Triple Plays Happen On Any Wilds.